1.	Record Nr.	UNINA9910380759703321
	Titolo	Emerging Technologies for Education : 4th International Symposium, SETE 2019, Held in Conjunction with ICWL 2019, Magdeburg, Germany, September 23–25, 2019, Revised Selected Papers / / edited by Elvira Popescu, Tianyong Hao, Ting-Chia Hsu, Haoran Xie, Marco Temperini, Wei Chen
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
	ISBN	3-030-38778-X
	Edizione	[1st ed. 2020.]
	Descrizione fisica	1 online resource (XIV, 380 p. 100 illus., 69 illus. in color.)
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 11984
	Disciplina	005.365 005.7
	Soggetti	Application software Education - Data processing Social sciences - Data processing Artificial intelligence User interfaces (Computer systems) Human-computer interaction Computer and Information Systems Applications Computers and Education Computer Application in Social and Behavioral Sciences Artificial Intelligence User Interfaces and Human Computer Interaction
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Emerging Technologies for Education -- A case study on how Greek teachers make use of Big Data Analytics in K-12 education -- Applying the Teach-back Method and Mobile Technology to Support Elementary Students' Mathematics Problem-solving Strategies -- EFL writing assessment: Peer assessment vs. Automated essay scoring -- Dimensions of Learning Organization in Relation to Learning Time - Cross-sectional Study at Secondary Schools from the Czech Republic --

How Much Is Online Community Engaged in Learning Content? Case of World Top Universities' A Facebook -- HandLeVR: Action-oriented Learning in a VR Painting Simulator -- Reflection of HCI in Foreign Language Teaching -- Expert-Oriented Digitalization of University Processes -- Itinerant Virtual Museum: An Innovate Technique to Learn Ancient History -- Influence of the type of organizations on their readiness for implementing Industry 4.0 -- Semantic Competency Directory for Constructive Alignment in Digital Learning Designs and Systems -- Education Needs in Context of Migration and Industry 4.0 in Selected EU Countries -- Students' Language Needs Analysis as a Motivation Mover – Czech and Taiwanese Case Study -- Uncovering the potential of the Google Search Engine for L2 learning and L2 translator training -- The effect of gamification in user satisfaction, the approval rate and academic performance -- Topic Detection for Online Course Feedback using LDA -- SPeL (Social and Personal Computing for Web-Supported Learning Communities) -- An educational model for integrating game-based and problem-based learning in data-driven flipped classrooms -- Distributed student team work in challenge-based Innovation and Entrepreneurship (I&E) course -- Semantic Recommendations and Topic Modeling based on the Chronology of Romanian Literary Life -- A web-based platform for building PBL competences among students -- Reconstructing Scanned Documents for Full-text Indexing to Empower Digital Library Services -- Curating educational resources for homework management: a support Prototype -- UMLL (User Modeling and Language Learning) -- The Analysis of Worldwide Research on Artificial Intelligence Assisted User Modeling -- Analyzing the Influence of Academic Papers Based on Improved PageRank -- A Systematic Review of Frameworks for Coding Towards Classroom Dialogue -- Application of Parallel Corpus to Teaching Style and Translation -- The Design and Application of An Web-based Online Examination System -- A Text Mining Application in Operation Management Course Teaching -- Leveraging Neural Network for Online Learning Performance Prediction and Learning Suggestion -- An Empirical Study of Corpus-based Translation Teaching in Higher Vocational Colleges in China -- Species Assignment for Gene Normalization through Exploring the Structure of Full Length Article -- ETLTL (Educational Technology for Language and Translation Learning) -- Blended Learning Approach in English Language Teaching – Its Benefits, Challenges, and Perspectives -- Investigating Students' Use of a Social Annotation Tool in an English for Science and Technology Course -- The Application of Deep Learning in Automated Essay Evaluation -- A Teaching Experiment on a Knowledge-Network-Based Online Translation Learning Platform -- Design of Discipline Information System for 'Foreign Language and Literature' -- AIE-TRST (Artificial Intelligence in Education – Teacher's Role for Student-Centered Teaching) -- Simplifying the validation and application of games with Simva -- The robot in the classroom: A review of a robot role -- ISTIL ('I Search Therefore I Learn') -- Reordering Search Results to Support Learning -- How do search engines shape reality? Preliminary insights from a learning experience.

Sommario/riassunto	This book constitutes the thoroughly refereed post-workshop proceedings of the 4th International Symposium, SETE 2019, held in conjunction with ICWL 2019, in Magdeburg, Germany, in September 2019. The 10 full and 6 short papers presented together with 24 papers from 5 workshops were carefully reviewed and selected from 34 submissions. The papers cover the latest findings in various areas, such as: virtual reality and game-based learning; learning analytics; K-12 education; language learning; design, model and implementation of e-

learning platforms and tools; digitalization and industry 4.0; pedagogical issues, practice and experience sharing.